

ELECTRONIC TRADING CARD

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ABSTRACT

10 A system for the application of a trading card metaphor to a disassociated
computer program and the unique design of several hardware and software
systems supports and enhances collecting, trading, game playing, and
creating of digital electronic trading cards by taking the traditional trading
card metaphor and uniquely updating and enhancing it for application in
15 consumer digital media. An electronic hardware and software architecture
for electronic trading cards (ETCs) has a number of components that function
together as a system that support making electronic trading cards, trading
electronic trading cards, activities (such as game playing) with electronic
trading cards, and collecting electronic trading cards. The ETC format is
20 embodied in the components of the electronic trading card system, which are
designed to generate and accept a common proprietary electronic trading
card format, so that, for example, a card created in a card-making application
can be recognized by an electronic trading card album. The card format
supports both scarcity and authenticity, which are essential to card collecting
and trading, within a disassociated computer code segment.